

IN THE CLAIMS:

Claim 7 was previously amended, Claims 1, 5 and 9 have been currently amended, Claim 10 is deleted, Claims 11-13 were previously added, and Claims 14-22 are new.

1 1. (Currently Amended) A method of delivering an interactive application to a
2 plurality of target platforms constituted by different broadcast networks, each broadcast network
3 operating respectively different broadcast protocols the method comprising:

4 providing a set of application components;
5 converting the set of application components into a plurality of streams of
6 broadcast data, each stream of broadcast data conforming with a respective target platform; and
7 delivering each stream of broadcast data to its respective target platform.

1 2. (Original) A method according to claim 1 further comprising manually inputting
2 real-time application data;

3 converting the real-time application data into a plurality of streams of real-time
4 broadcast data, each stream of real-time broadcast data conforming with a respective target
5 platform; and

6 delivering each stream of real-time broadcast data to its respective target platform.

1 3. (Original) A method according to claim 1, further comprising storing the
2 application components and/or real-time application data in a data store; and retrieving the
3 application components and/or real-time application data from the data store before converting it
4 into a stream of broadcast data.

1 4. (Original) A method according to claim 1, wherein the step of converting
2 comprises translating, substituting, selecting, time managing, or adapting for different data
3 transmission mechanisms.

1 5. (Currently Amended) A method according to ~~claim 1~~ claim 1, further comprising
2 receiving and processing return data from one or more of the target platforms.

1 6. (Original) A method according to claim 5 wherein the application comprises a
2 game and the return data comprises game-play input.

1 7. (Previously Amended) A method according to claim 1, wherein each target
2 platform comprises an application processor.

1 8. (Original) A method according to claim 7 further comprising interrogating the
2 application processor to determine the data capabilities of the application processor; and
3 downloading data from the stream of broadcast data in accordance with the determined data
4 capabilities of the application processor.

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1 9. (Currently Amended) Apparatus for delivering an interactive application to a
2 plurality of target platforms constituted by respective different broadcast networks, each
3 broadcast network operating respectively different broadcast protocols, the apparatus
4 comprising:
5 a system for providing a set of application components;

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6 a plurality of broadcast systems interfaces each converting the set of application
7 components into a respective stream of broadcast data, conforming with the respective target
8 platform;
9 a system for delivering each stream of broadcast data to its respective target
10 platform.

1 10. (Deleted)

1 11. (Previously Added) A method according to claim 1, wherein the application
2 components comprise one or more of executable program files, bit maps, sound samples, real-
3 time data instructions, and video chips.

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cont. 1 12. (Previously Added) A method according to claim 4, the method comprising
2 substituting an application component with an alternative component on one of the broadcast
3 data streams.

1 13. (Previously Added) Apparatus according to claim 9, the apparatus further
2 comprising means for substituting an application component with an alternative component on
3 one of the broadcast data streams.

1 14. (New) A method according to claim 7, wherein each target platform comprises a
2 plurality of application processors.

1 15. (New) A method according to claim 14, wherein the converting step compensates
2 for timing differences between the broadcast networks in handling the broadcast data so as to
3 temporally synchronise the broadcast data at each application processor.

1 16. (New) A method according to claim 15, wherein the compensation is achieved
2 by selectively delaying broadcast of data to the target platforms.

1 17. (New) A method according to claim 15, wherein the compensation is achieved by
2 including timing information in the broadcast data.

1 18. (New) Apparatus according to claim 9, wherein each target platform comprises
2 an application processor.

1 19. (New) Apparatus according to claim 18, wherein each target platform comprises
2 a plurality of application processors.

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1 20. (New) Apparatus according to claim 19, wherein the broadcast systems interfaces
2 compensate for timing differences between the broadcast networks in handling the broadcast data
3 so as to temporally synchronise the broadcast data at each application processor.

1 21. (New) Apparatus according to claim 20, wherein the broadcast systems interfaces
2 carry out the compensation step by selectively delaying the broadcast of data to the target
3 platforms.

1 22. (New) Apparatus according to claim 20, wherein the broadcast systems interfaces
2 carry out the compensation step by including timing information in the broadcast data.
